

Weekly Report (2017.11.27-2017.12.3)

TASK	DEADLINE	CURRENT PROGRESS
可视交互引擎论文	2017.11月底	目前进展：还需要补充相关工作 存在问题：积极性不高，没有花足够的时间在写论文上 计划：提高任务优先级，多读论文，提高效率，丰富内容
CG作业Z-buffer	2017.12.31	目前进展：还没有开始做 存在问题：对Z-buffer还不是很熟悉 计划：阅读z-buffer算法的API函数，思考如何实现区间扫描线z缓冲器算法
VR课程项目	2018.1月初	目前进展：购买了cardboard，安装学习了Unity with IOS 存在问题：没有写过Unity程序 计划：学习 Unity with IOS 的3D图形渲染，实际进行开发实验

Done

1. Paper writing.
Kong Kezhi joined in the writing.
Mainly complete the section Methods and Techniques of intelligent visual analysis.
2. Paper reading.
Visualization beyond the Desk — the Next Big Thing.
Low-Level Components of Analytic Activity in Information Visualization.
3. Unity installation and learning.
I got my Google Cardboard, and downloaded the phone application to try the sample program in the application. The scene is very simple, only with polyhedron, but it is cool and beautiful.
The tutorial documents are as follow.
<https://docs.unity3d.com/Manual/iphone-GettingStarted.html>
<https://developers.google.com/vr/unity/get-started-ios>
<https://developers.google.com/vr/cardboard/overview>
And I also got some tutorial books about VR Unity development.
According to the tutorial documents, I built and run the demo scene on my own device.

TODO

1. Write paper.
2. Learn more about Unity development.
3. Read the implementation of Z-buffer algorithm.